

Mimbari Blue Dwarf (4) (Standard Model)

SPECS

Class: Lt Combat Vsl
In Service: 2266
Point Value: 350
Ramming Factor: 40
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11 (9)
Stb/Port Defense: 12 (10)
Engine Efficiency: 1/1
Power Shortage: -3
Initiative Bonus: +15

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

WEAPON DATA

Fusion Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

HIT LOCATION

1-8: Structure
9-11: Fusion Cannon
12: EM Shield
13-14: Jump Engine
15: Jammer
16-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Gravitic Drive System
Atmospheric Capable
May disable Jump Drive to power weapons in any scenario.
Limited Deployment (33%)
(except in IA service)

SENSOR DATA

Defensive EW








Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

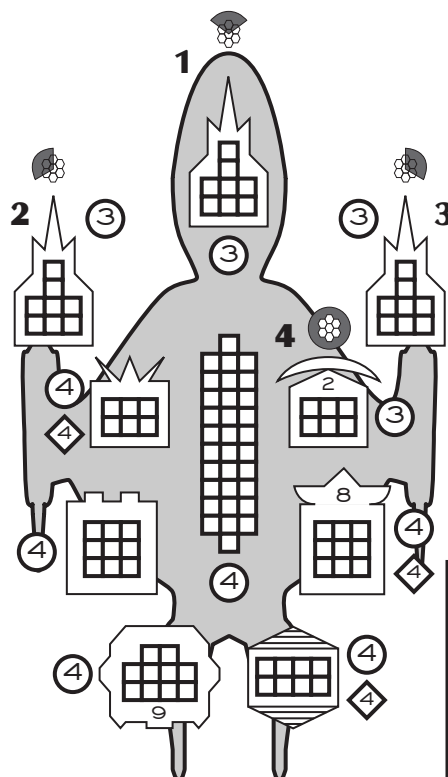
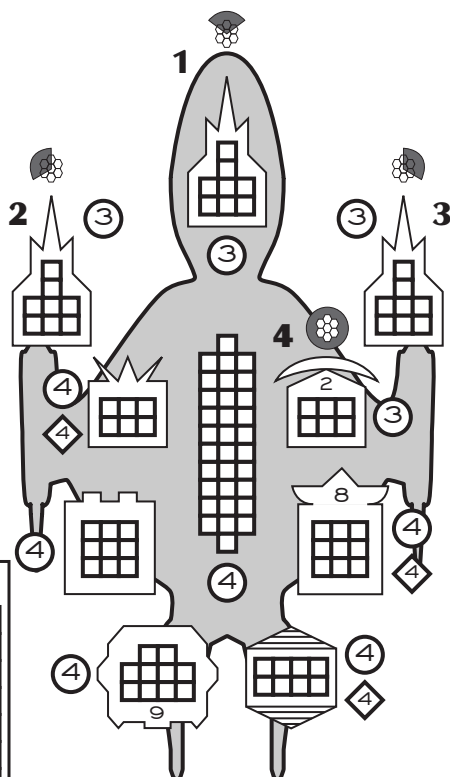
SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

ICON RECOGNITION

-  Control
-  Drive
-  Jump Engine
-  Reactor
-  EM Shield
-  Jammer
-  Fusion Cannon



SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

